

# INFO WRAP UP

## NEW PRODUCTS

### ARCHIVAL

We just received a copy of **ExpressCopy** from *Express-Way Software*. It's a hard disk archival utility for the Amiga which will handle both the regular and the new 1.3 fast file system file types. It's specifically designed to multitask peacefully,

and will also let you set the archive protection bit in order to make incremental backups simpler; other search parameters are also supported. It also permits using up to four floppy drives at once (not quite so many swaps) and will also act as a file copy utility if you happen to have a bunch of files to duplicate. PO Box 10290, Columbia, MO 65205. 314-474-2984.

## INFOmania GAME TIPS

*Here are more game tips for INFO subscribers only!*

### 64

**F-15 Strike Eagle:** Take your plane over the ocean until you are at about 1/2 fuel and then drop all your bombs. They will all register as hits on installations. Return to the landing field, refuel, rearm, and do the whole operation again as often as you want.  
- Bernard J. Tucker

**Test Drive:** It is not widely known, but this game supports a RAM expansion unit. Just plug it in, load the game and play two or three times with different cars. Whenever you select a car that has been raced before, the computer will not search for data in the drive, but will access the REU.  
- Ricky Yu

### AMIGA

**Dragon's Lair:** To see how to finish the game successfully, press <ESC> R / L N 7 simultaneously (the screen should flash), then press the firebutton. Do this just as the screen showing the credits finishes loading. The demo will start and show you the game to its conclusion.  
- Denis Jackson

**Xenon:** Let yourself be killed off at the beginning of the second stage of the second level and all of the aliens in the round are destroyed.  
- Brett Larson

**Defender of the Crown:** After conquering a territory, press the H, J, K, and L keys at the same time while the drive is still running. Done just right, you'll wind up with an unconquerable 1024 knights in both your home and campaign armies.  
- Minh Quach

**Starglider II:** Once the game has started, press F for fixed sights and then slow the ship to a halt. Press Backspace to pause and type the words (without the quote marks) "Were on a mission from God". Then press I on the main keyboard. If you've done this correctly, your shield and energy levels will drop to a fixed point. You can press K to obtain all the weapons in the game, including the neutron bomb, and if you're running low on weapons, you can get them all back again the same way.  
- Jonathan Fournier

**Better Dead Than Alien:** If you're about to be hit by a bomb or an alien, hit the ESC key to pause the game, move your ship out of the way, and then hit N to resume the action.  
- Jonathan Fournier

**Karate Kid II:** In single player mode, press 'P' during a match and you'll be taken to the next screen. This will take you as far as the Final Encounter, though in two-player mode it will only take you to the second-to-last screen.  
- Ivan C. Koh

### MORE SUPPORT

If you've grown weary trying to find a 512K 1750 RAM expansion unit for your C128, despair no longer. *Software Support International* has a surprise in the wings that should help ease your angst.

### MORE FONTS

The latest in *National Type Foundry's* Amiga font series arrived on our doorstep barely in time to be included here. **Comix Fonts** (\$79.95) contains nine large fonts, most in the 80-point range. They're nicely rendered and would also serve admirably as ornate initial characters. PO Box 13431, Torrance, CA 90503.

### MORE FORMATS

*Abacus Software* is now offering most of their 8-bit titles in 3 1/2" format for the 1581 drive. Contact them for details. 5370 52nd St. SE, Grand Rapids, MI 49508.

### GREEN & FUZZY?

**Kermit v2.2**, is an updated version of the popular telecommunications package for the C64/128. This one has all the features of 2.1, but adds support in 128 80-column mode only for 2400 baud. No price for the update was available at press time, but you can get more information by contacting *Dr. Evil Laboratories* at PO Box 190, St. Paul, IN 47272.

### BAIT WARE

Tracy McSheery of *Laser Gamesmanship* let us know that the company is coming out with a **WORM Handler**, which will provide a way to use your Amiga with a Panasonic 200 MB optical drive. For more details, contact Laser Gamesmanship at 958 Pullman Ct., Concord, CA 94518. 415-827-3655.

### HOW'S THAT AGAIN?

The January 23 issue of *Infoworld* reports a file on Ashton-Tate's BBS listing the "anomalies" in the current version of Dbase IV. Back where we come from, those used to be called Bugs.





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## NEW PRODUCTS

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### FAIRE CERTAINTY

The 14th West Coast Computer Faire will be held in San Francisco at Brooks Hall, March 17-19. The theme of this year's show is 'Legends of the West'.

### RAH! RAH!

Rutgers University in Camden, New Jersey recently received a grant to set up a computer animation lab. Being the intelligent sort of folks, they're using six Amiga 2000s networked to two Sun 3/60 workstations. The lab is directed by Maria Palazzi, who was responsible for the wonderful TRW ad, "The Best Idea in the World". We look for some great stuff to come from the new facility.

## RUMOR MILL

➤ Look for a regular Amiga column in the prestigious trade publication *AV Video* magazine co-authored by INFO's own Oran Sands III. It's the first time we've seen any independent trade-oriented mag devote a regular column to the Amiga.

➤ We hear Loren Lovhaug is making a proposition to Commodore to take over distribution and support of the C128. With Commodore seemingly embarrassed by the existence of such successful 8-bit products in this day of 16-bit computers, it seems to us like it might be a good idea for Commodore and C128 aficionados alike.

➤ We understand Apple dismantled its hastily-assembled Video and Presentation Department, which was organized to promote the Mac II as a desktop video machine. Insiders say that the Amiga is already too firmly entrenched for Apple to even want to try to shake it loose.

➤ It's been a long, dry spell, but look for at least three Amiga framebuffers to finally hit the market by the first of June. Really. Honest. Would we lie to you?

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